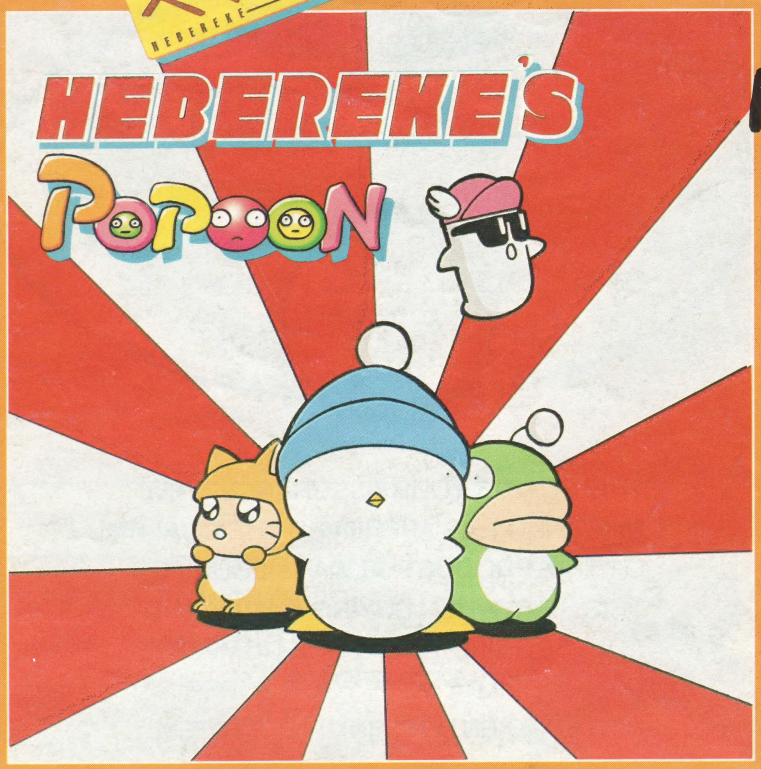
SNSP-HU-UKV

へべれけ™
HEBEREKE

HEBEREKE'S POPOON



INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

SUNSOFT™

CONTENTS

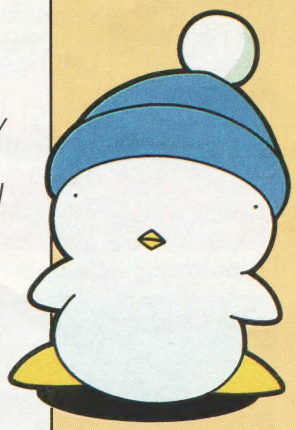
Using the Controller 4
Starting the Game 5
Game Mode Play 6
Story Mode Play 9
Elimination Mode Play 10
Characters 11

Hello, all! I'm Hebe, the main character of your game and I'm thrilled to see you again.

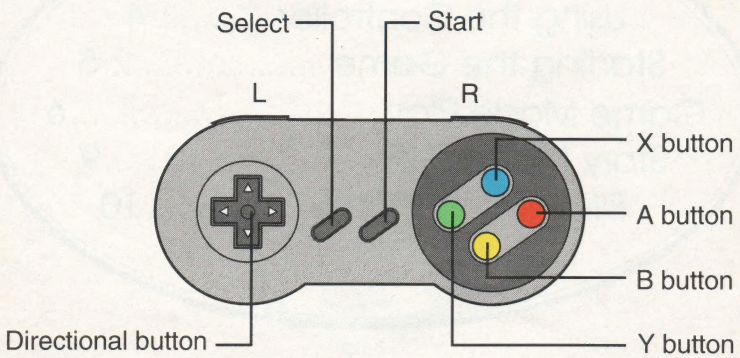
In this puzzle game, all you have to do is eliminate Popoons as they fall from the top of the screen. If you're very good at this, a Special Attack will explode to attack the opponent's field.

For even more fun, we appear in animated sections and even talk!

There's no time to lose. It's time to play HEBEREKE!



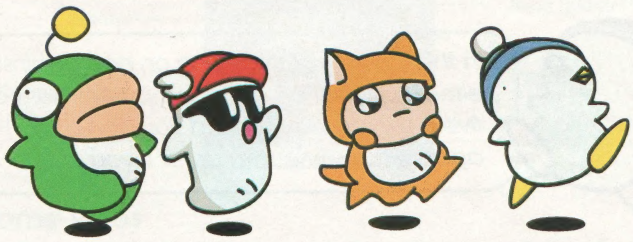
Using the Controller



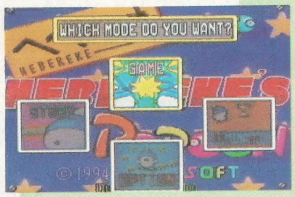
Directional button	**Up/down/left/right:** Moves the cursor for making selections.
	Left/right: Moves **Popoons**.
	Down: Increases the falling speed of the **Popoons**.
A button:	Makes settings, executes actions and rotates **Popoons** to the right.
B button:	Cancels settings and rotates **Popoons** to the left.
X•R button:	Rotates **Popoons** to the right.
L•Y button:	Rotates **Popoons** to the left.
Start button:	Starts the game and pauses during game play.

* In "Configuration" in Option mode, you can change the button settings of your controller.

Starting the Game

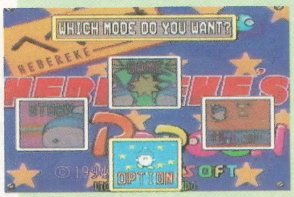


Correctly insert the cassette into the machine and turn on the power. When the Title screen appears, press Start to go to the Mode Selection screen as shown at right. Use the Directional button to select the desired mode and press the A button to set.

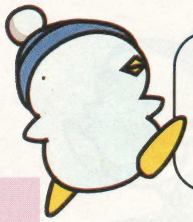


"Option" Mode

By selecting "Option" in the Mode Selection screen, you can change the button settings on the Controller and listen to the voices of the characters, including Hebereke, BGM and sound effects. You also can set the Thought Level of the computer in this mode.



Game Mode Play



In this mode, you play one on one against either your friend or the computer. There are five handicap levels, and you can play against the same character if you want.

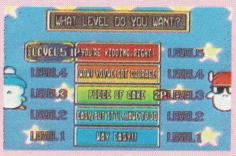
Select Number of Players

"I'll play alone" is a match between one player (1P) and the computer (2P). "I'll play with a friend" is a match between one player (1P) and another player (2P). Select either one and press the A button.

Select Character

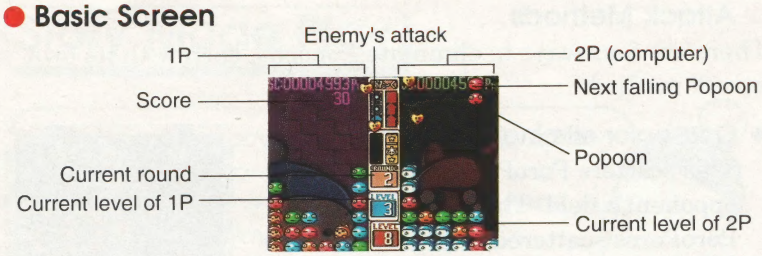
Press the Directional button left/right to move the cursor to the desired character and then press the A button. When playing against the computer, the 2P character will be selected automatically.

Select Level



Press the Directional button up/down to move the cursor to the desired level and then press the A button. When the player and enemy have different ability levels, you can change their levels to make them equal. It's also fun to select difficult levels for each other and compete using different techniques.

Basic Screen



Game Rules

Basic Popoon blocks fall in sets of two Popoons from the top of the screen. Combine three or more Popoons of the same color vertically, horizontally or diagonally by piling them up or putting them side by side. When three or more Popoons of the same color are combined, they will be eliminated. Depending on how you eliminate them, you can attack the opponent's field using a variety of methods.

Type of Blocks

◆ Popoon

Basic Popoon blocks come in four colors -- blue, orange, green and red. Two Popoons will fall from the top of the screen as a set. They disappear when three or more Popoons of the same color are combined vertically, horizontally or diagonally.

◆ PoroPoro

This is a block with the character's face on it. When eliminating Popoons, you can scatter them into the opponent's field.

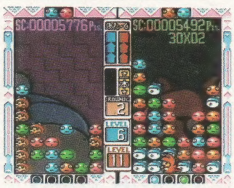
<Eliminating PoroPoros>

Match a Popoon vertically or horizontally to a PoroPoro of the same color to eliminate both!

Hebe: Blue
Jennifer: Green
Oh-chan: Orange
Sukezaemon: Red

Attack Methods

There are four ways to eliminate Popoons, each with its own attack method.



◆ **One-color elimination: Level 1**
This scatters PoroPoros into the opponent's field. The number of PoroPoros scattered is in proportion to the number of eliminated Popoons.

◆ **Two-color elimination: Level 2**
This scatters Popoons into the opponent's field (the colors of the Popoons are mixed). The number of Popoons scattered is in proportion to the number of eliminated Popoons.

◆ **Three-color elimination: Level 3**
This brings out each character's Special Attack. Please refer to "Characters" for more details.

◆ **Four-color elimination: Level 4**
This brings out each character's Special Attack. Please refer to "Characters" for more details.

How to Win

The player whose Popoons and PoroPoros pile up to the top of one of the two columns in the center of the field loses that round. There are three rounds in the game. The first player to take two out of three rounds wins the match.

Story Mode Play

In this mode, you advance along the map, fighting enemies as the story unfolds.
You will operate only the main character Hebe, I mean me, in this play mode. Please fight by scattering as many PoroPoros as possible.

World Map

Hebe encounters enemies as he moves around the map. To have a conversation with enemies, send messages by pressing the A button.
When the conversation finishes, the match begins.

How to Play

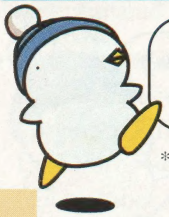
There is no Special Attack in this mode. What you do is simply scatter PoroPoros into the opponent's field. The number of PoroPoros differs depending on the eliminated color and quantity.

How to Win

Whoever takes two rounds wins the game.

- **When you win:** Go back to the World Map screen and advance along the map.
- **When you lose:** Go to the Continue screen. To continue from the previous match, press the Start button before the count reaches 0. When the count reaches 0, the game is over. When the game is over, press the A button to go back to the Title screen.

Elimination Mode Play



Up to eight people can play in this mode. Since it's a tournament, you have to keep winning.

* When three or more people are playing, play in turn (the character on the left is always operated by Controller 1, and the character on the right by Controller 2).

● Select Number of Players

Press the Directional button left/right to select the number of players from 1 to 8 and then press the A button.

● Select Character

Press the Directional button left and right to select the characters and then press the A button.

● Tournament Chart

Tournament combinations are displayed in the tournament chart.

● How to Play

The manner of play is the same as that described on page 8.

● How to Win

Whoever takes two rounds wins the game.

- ◆ **When you win:** Go up on the tournament chart to the next position.
- ◆ **When you lose:** The game is over. Cheer on the other players!

Characters

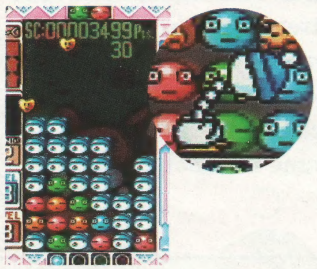
Hebe

*I'm **Hebe**, the main character. Watch out when my neck stretches!*

Charge Attack

This is a helpful technique in Level 3. Hebe appears in his field and bursts several columns at once.

Cut-throat Attack



This is a Level 4 attack that scatters a large number of Hebe's PoroPoros into the opponent's field.

Oh-chan

*My name is **Oh-chan**. I'm the only one who can handle cold ice. Please be careful not to freeze! Hee! Hee! Hee! (Loud laughter)*

Tail Kick

This is a useful technique in Level 3. This attack pushes a couple of bottom rows of her blocks that are piled up in her field into the opponent's field.

Rock-solid Ice Attack

This is a Level 4 attack that scatters sparkling diamond dust into the opponent's field. When the dust falls on the blocks, those blocks will become rock-solid.

The effect of this attack can be erased only by the "Charge Attack," "Tail Kick," "Boom Bomb Attack" or "Suke 16t Hammer."

Jennifer

Yeah!
*My name is **Jennifer**. Don't touch my body if you don't want to be zapped.*

Boom Bomb attack

This is a helpful technique in Level 3. A bomb drops into the player's field and bursts a couple of bottom rows of blocks near the place it landed. The player can decide where to drop bombs.

Zap Attack

This is a Level 4 attack that discharges electricity into the opponent's entire field to temporarily stop the opponent's action, a unilateral attack. When the discharge stops, the blocks that piled up while the opponent was unable to move will drop at once.

Sukezaemon

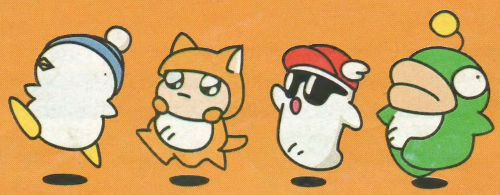
*My name is **Sukezaemon**. Watch out when I take off my sun glasses.*

Suke 16t Hammer

This is a helpful attack in Level 3. A huge hammer drops into the player's field to crash a couple of columns of blocks. The size of the hammer differs depending on the number of eliminated Popoons -- 4t, 8t, and 16t.

Eye-popping Attack

This is a Level 4 attack in which Sukezaemon's eyes pop out and fly around the opponent's field to switch the opponent's blocks and Sukezaemon's PoroPoros.



SUNSOFT™

250 Asahi, Kochino-cho, Konan City Aichi Pref., 483 JAPAN

Sunsoft™ is a trademark of Sun Corporation

MSC
Marubeni
Sanki Corp

A SUBSIDIARY OF MARUBENI CORPORATION, JAPAN
120, MOORGATE
LONDON EC2M 6SS

HEBEREKE, characters names and all related indicia
are trademarks of Sun Corporation.
©1994. All Right Reserved.

©1994 Sun Corporation.

PRINTED IN JAPAN